

Computer System
82

Figure 1

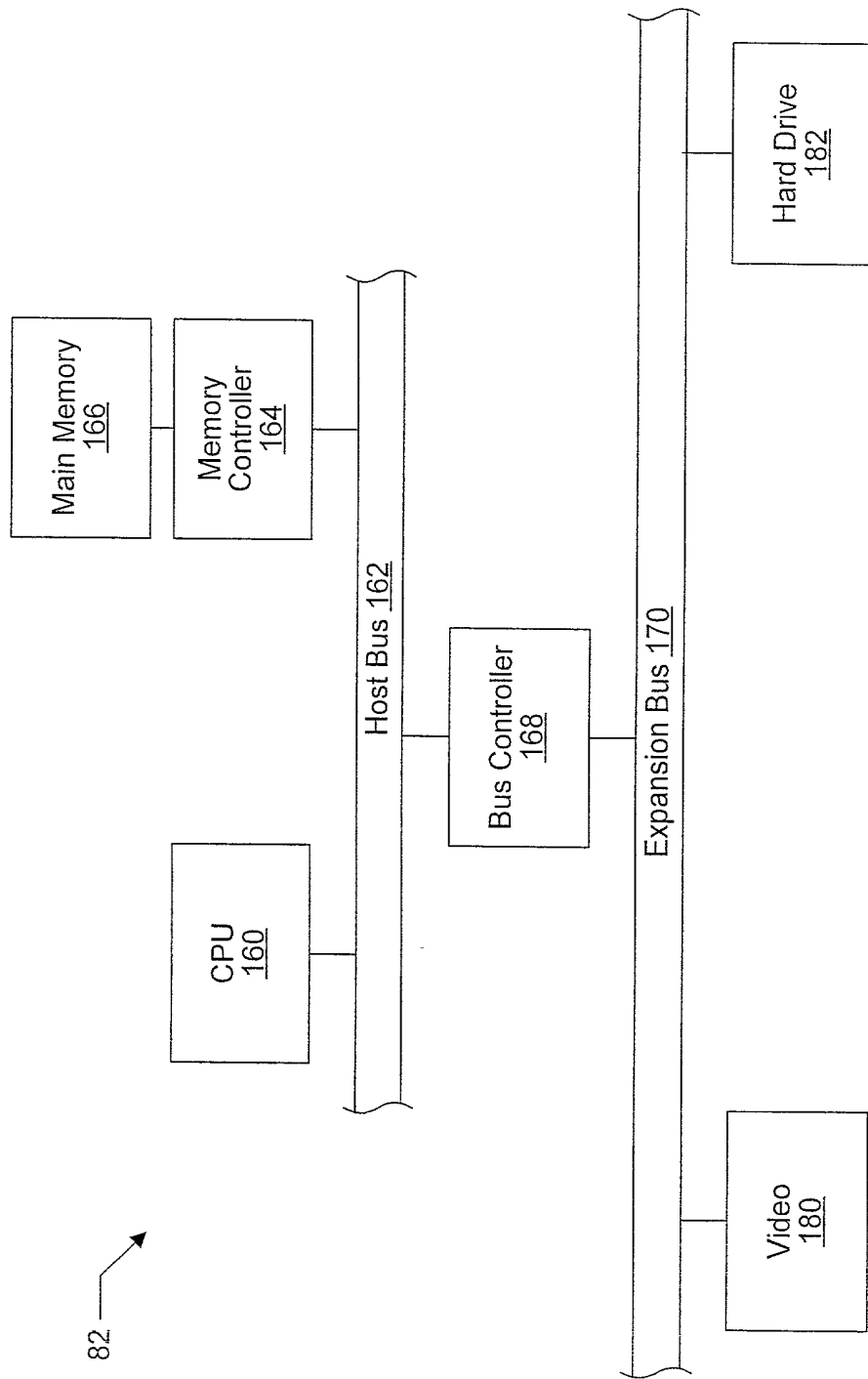


Figure 2

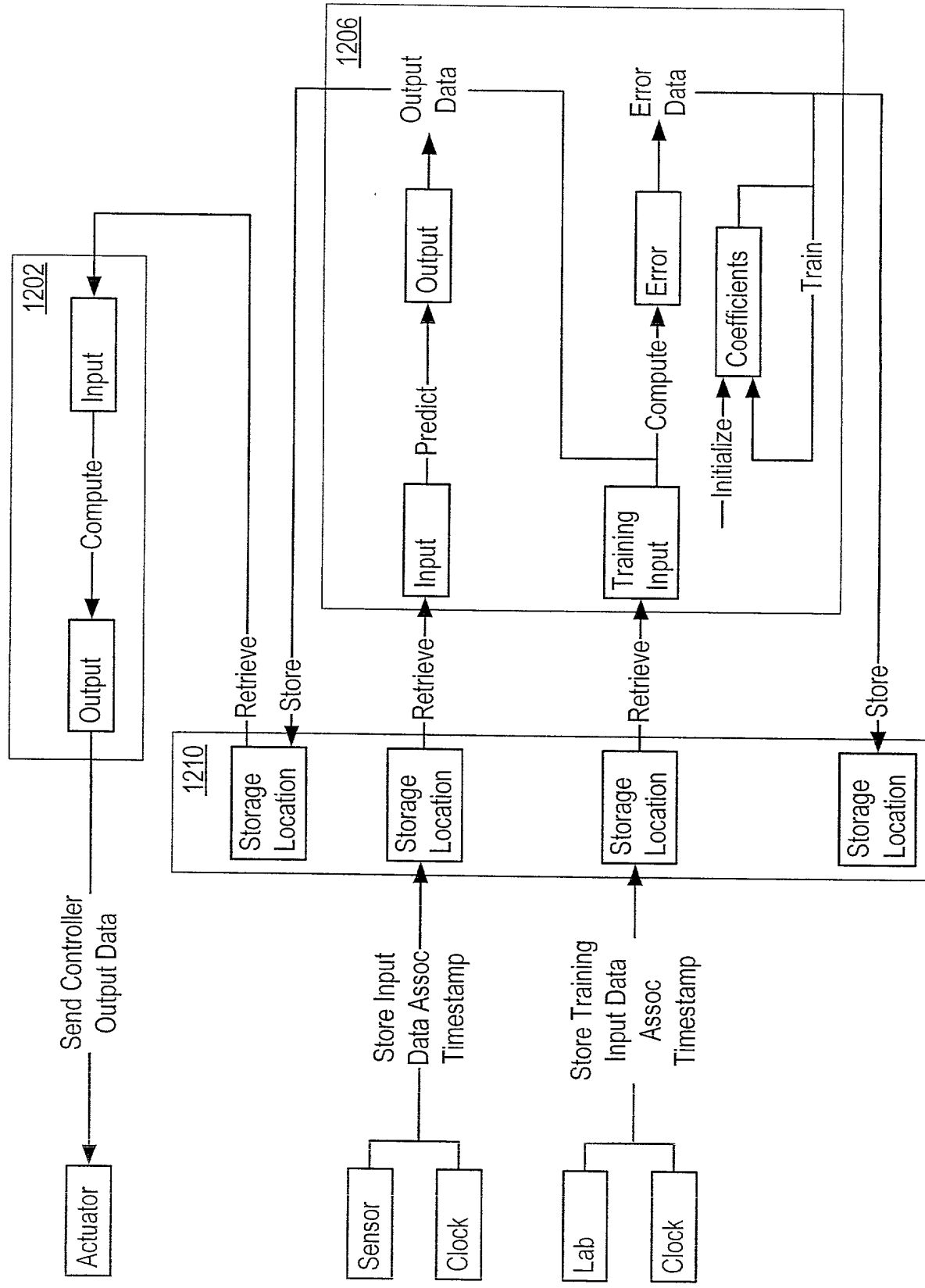


FIG. 3

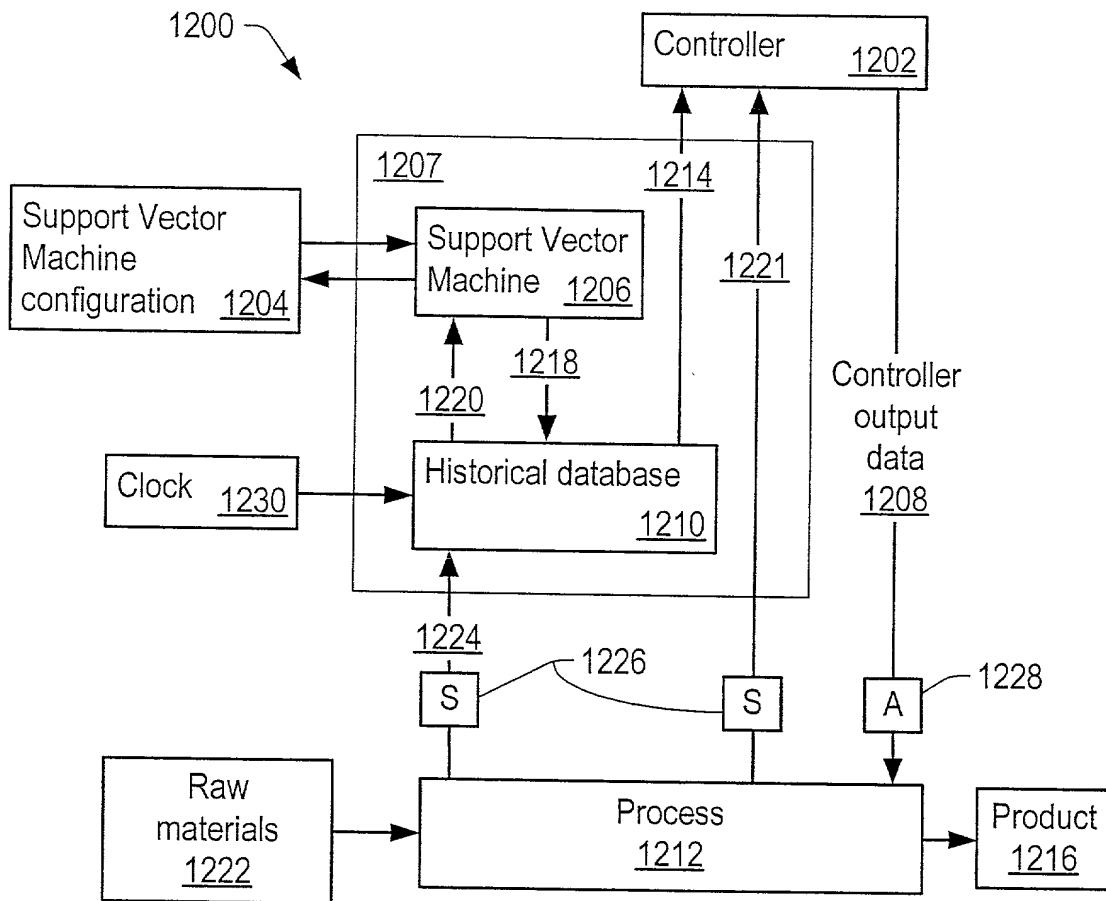


FIG. 4

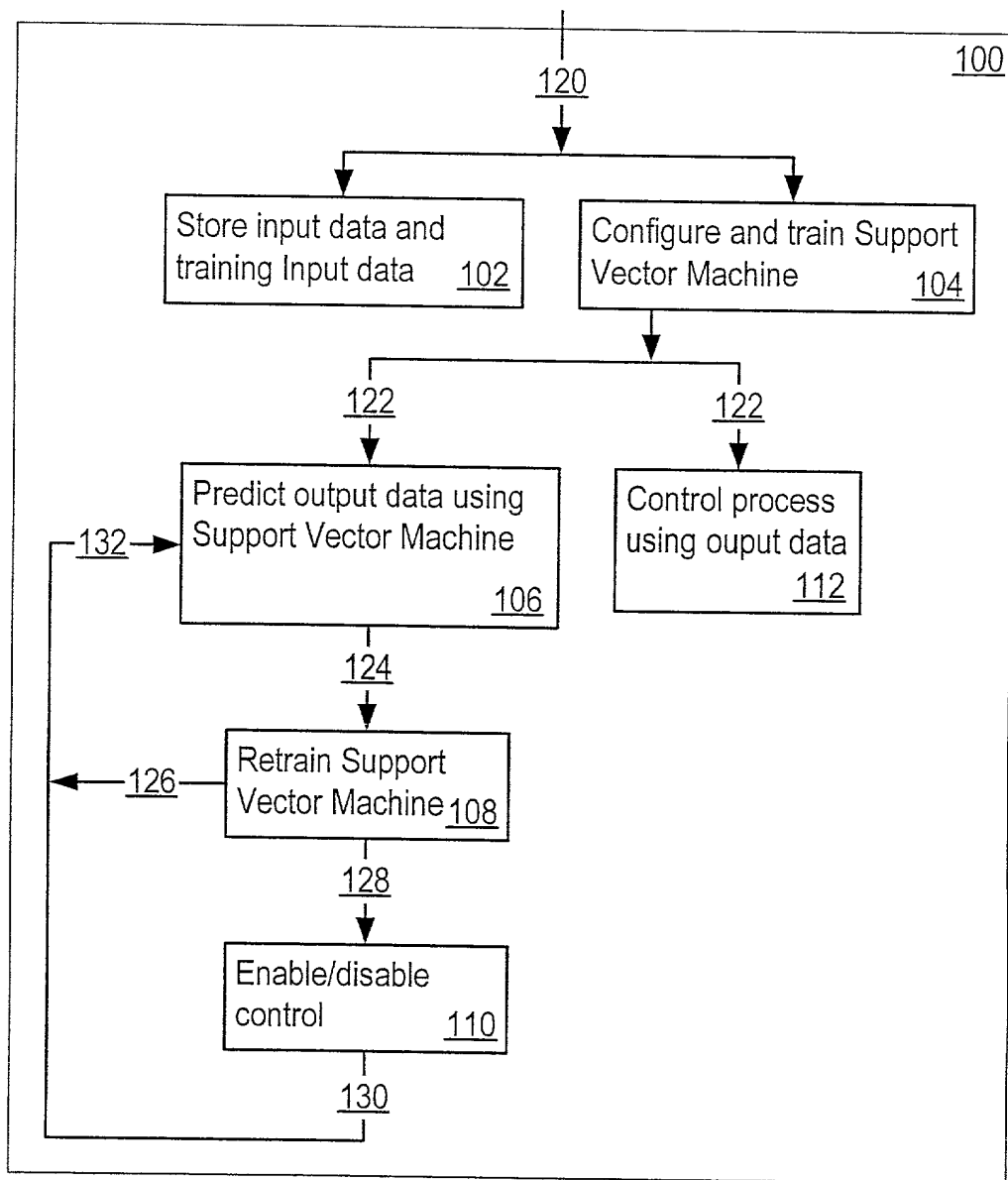


FIG. 5

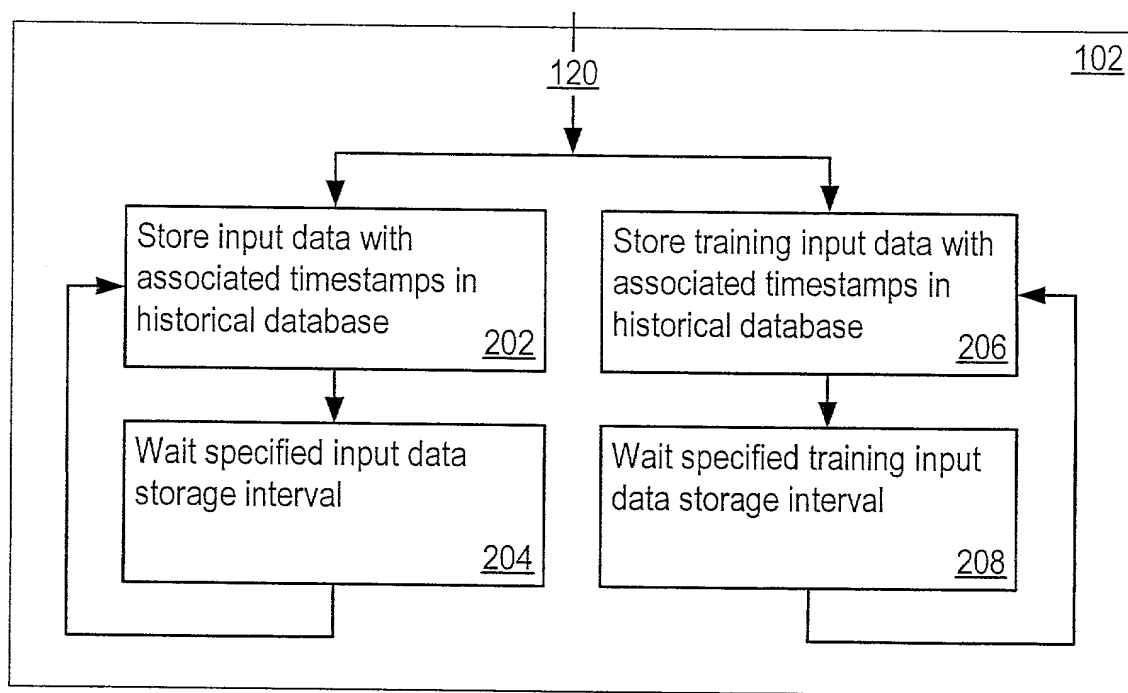


FIG. 6

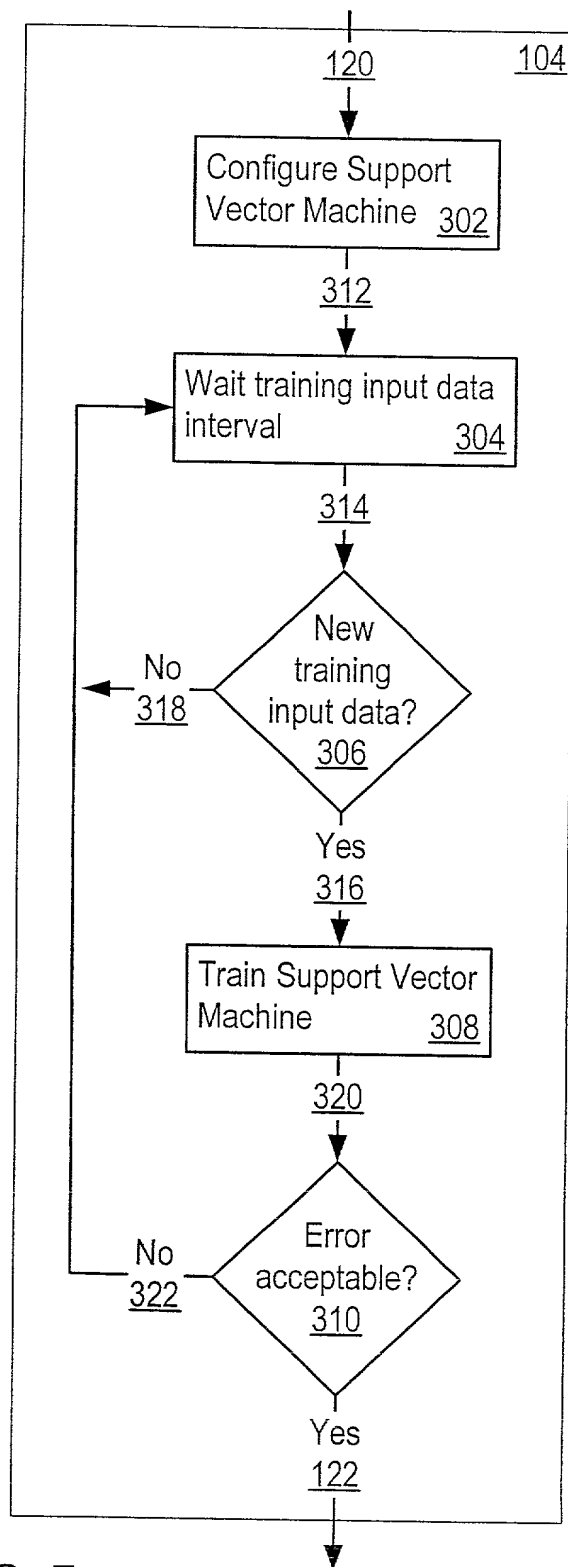


FIG. 7

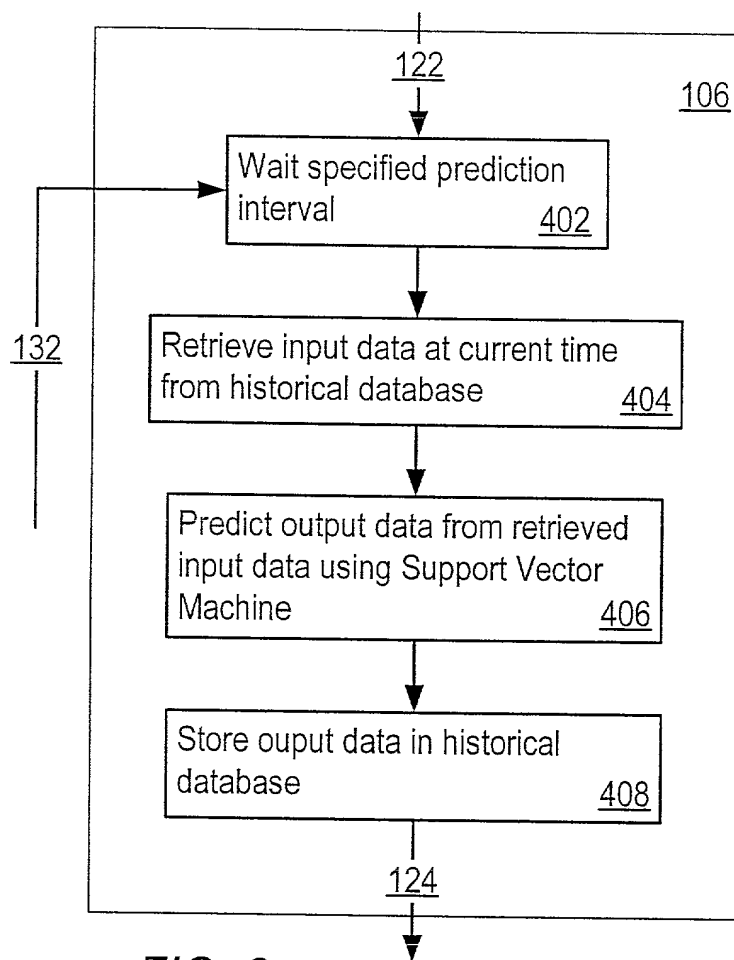


FIG. 8

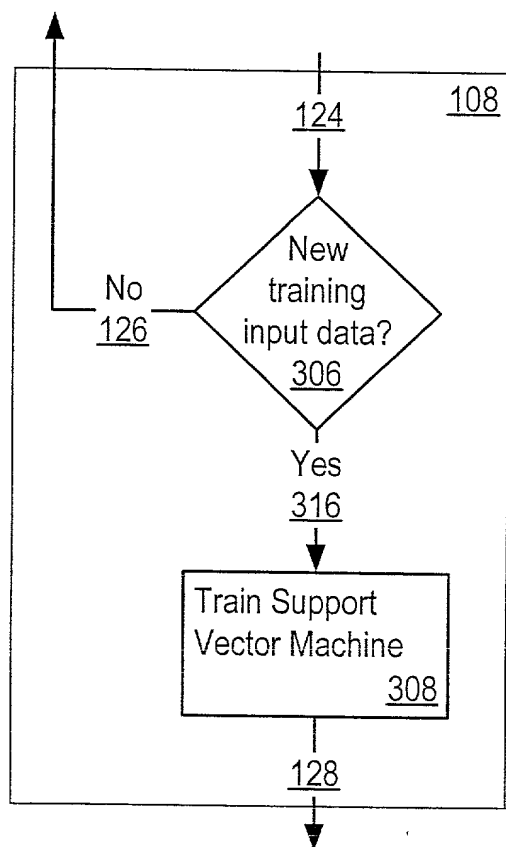


FIG. 9

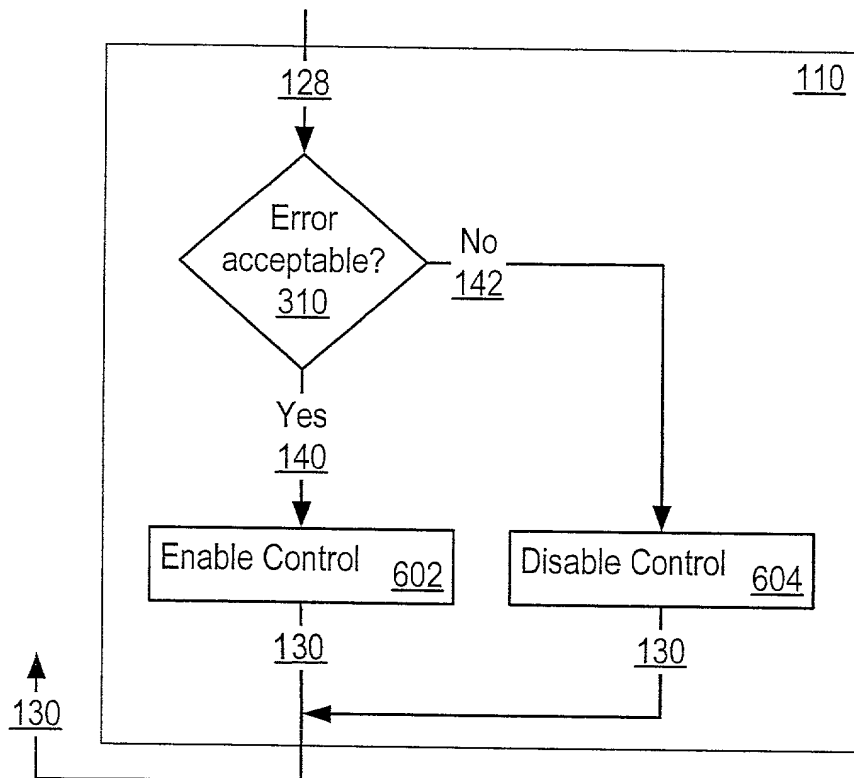


FIG. 10

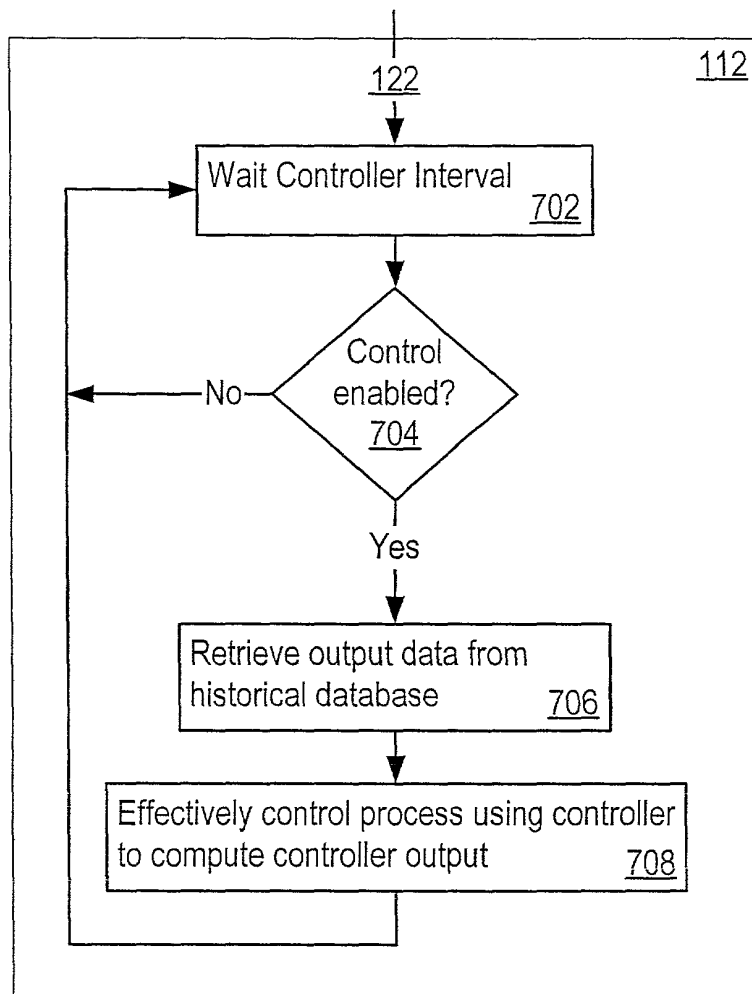


FIG. 11

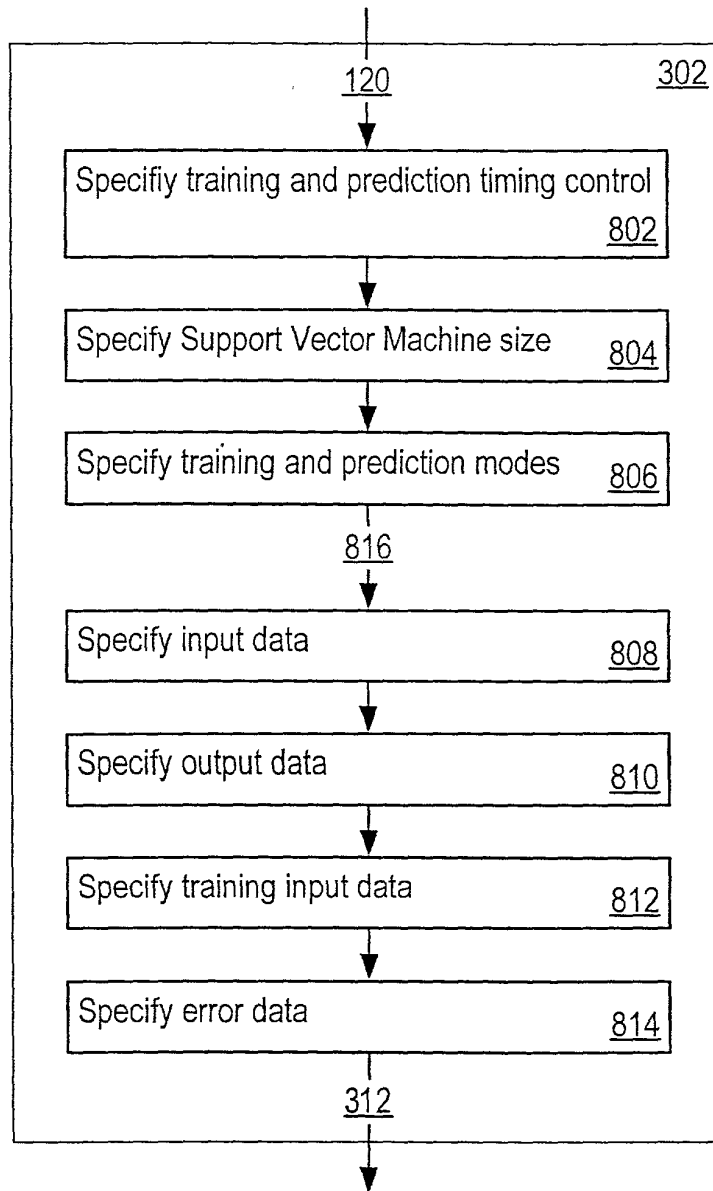


FIG. 12

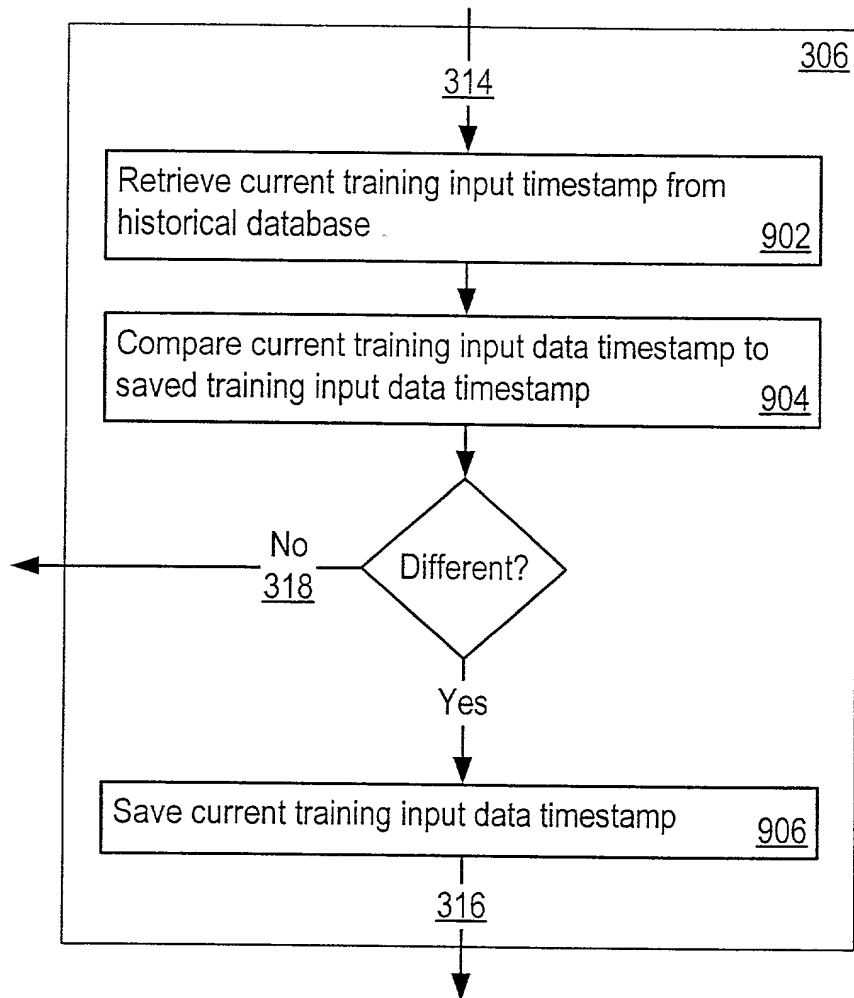


FIG. 13

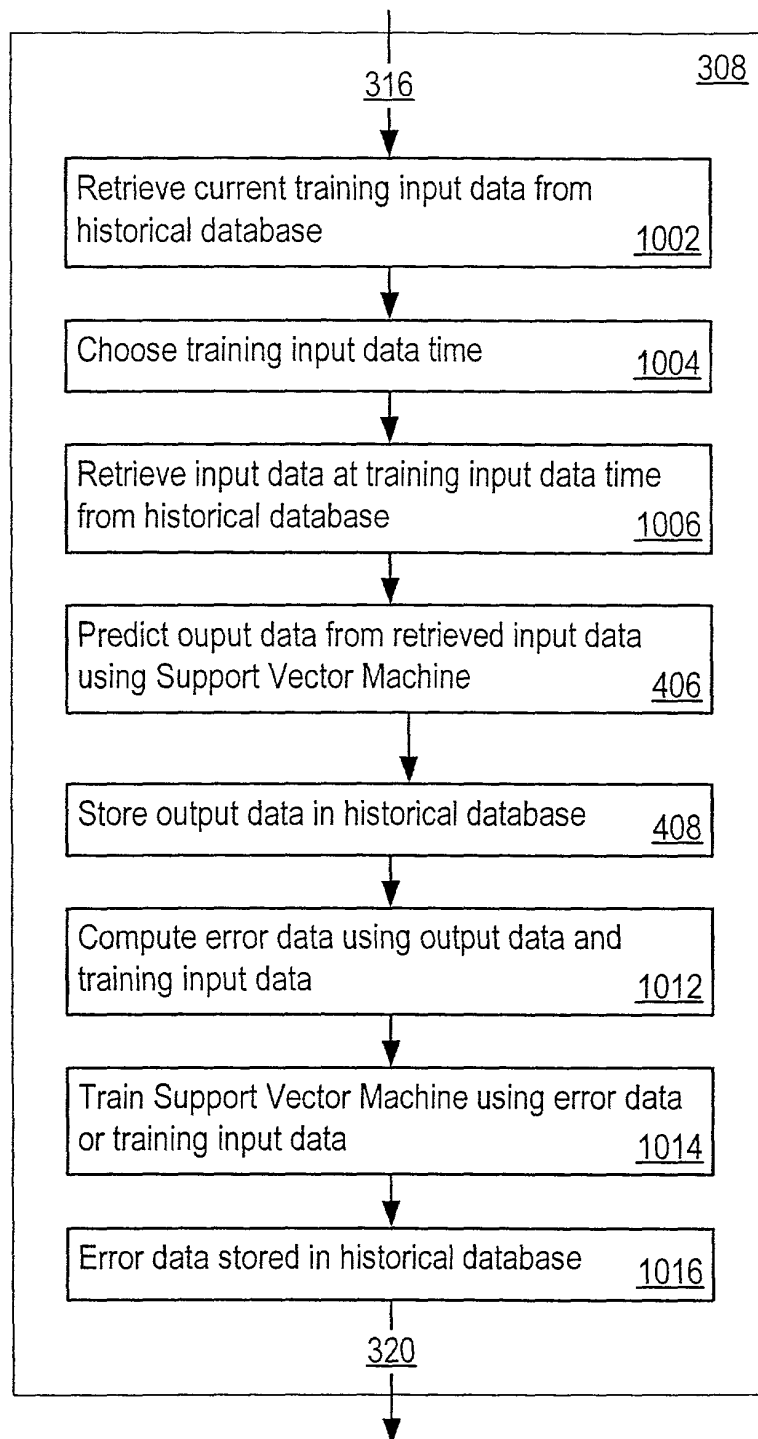


FIG. 14

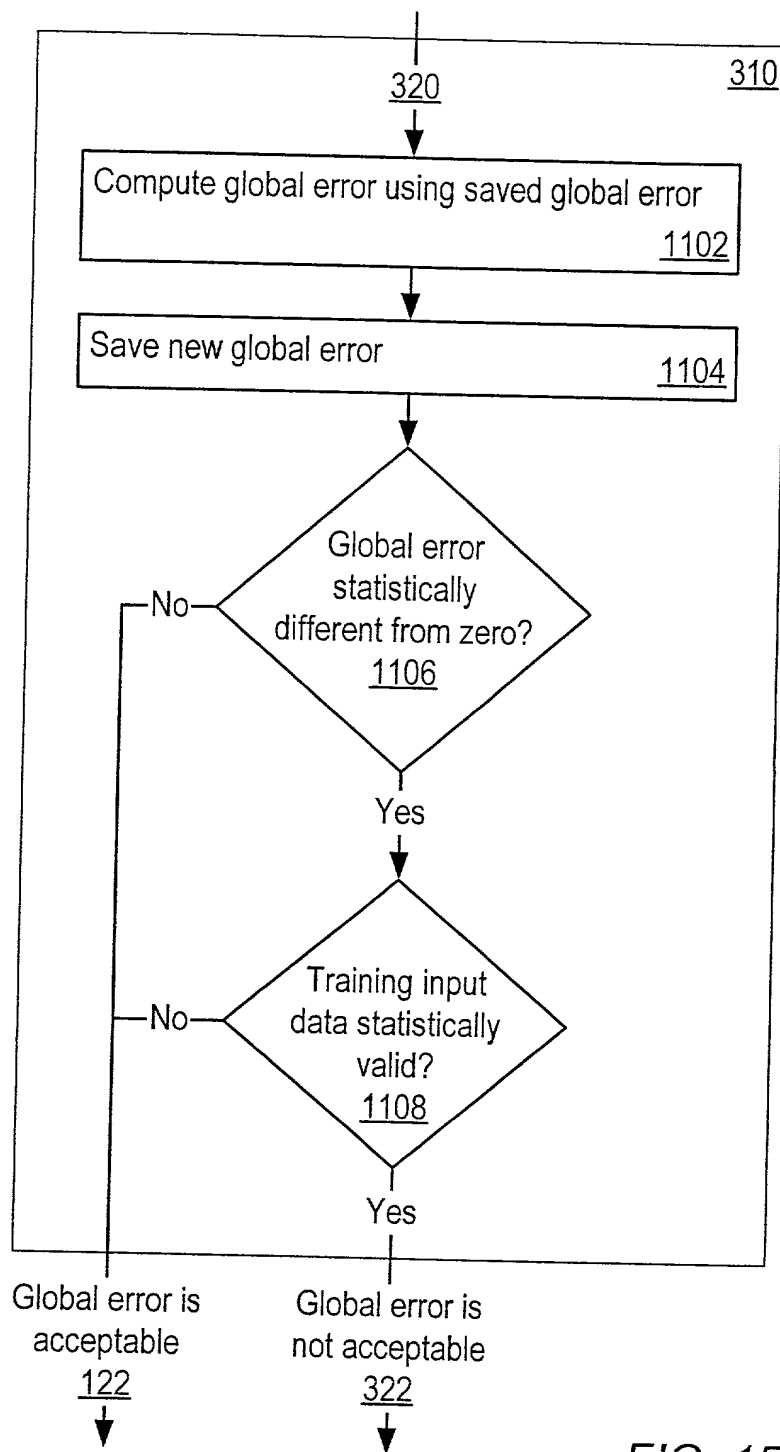


FIG. 15

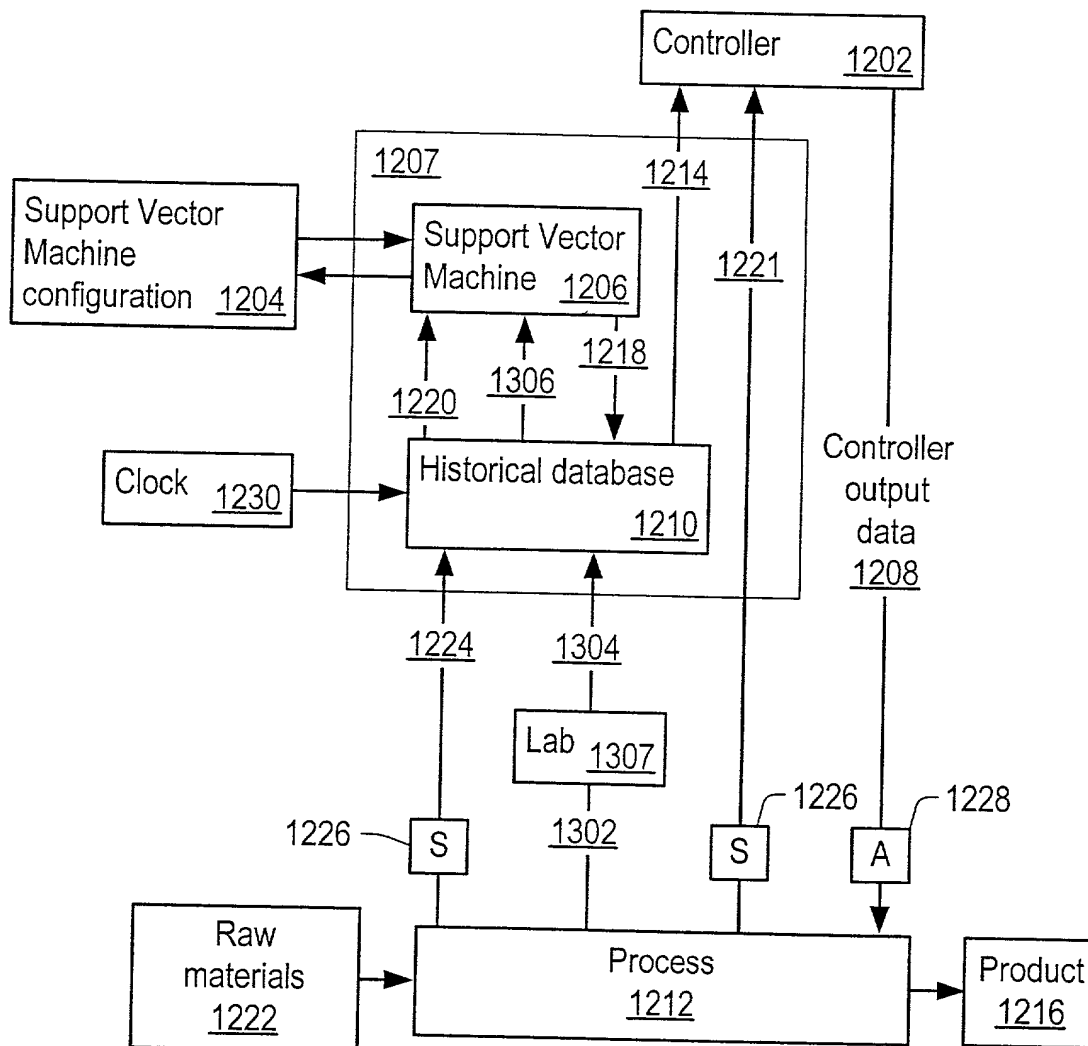


FIG. 16

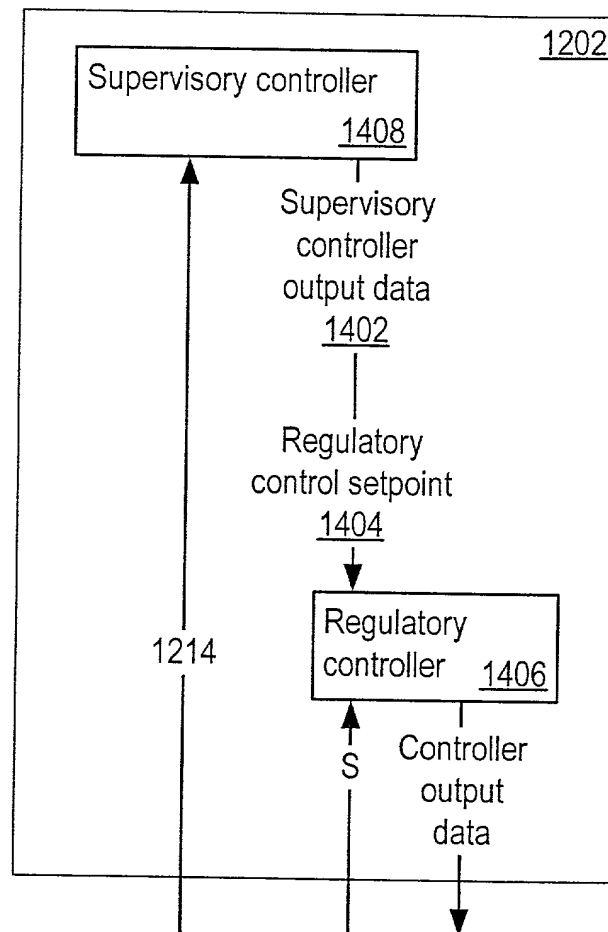


FIG. 17

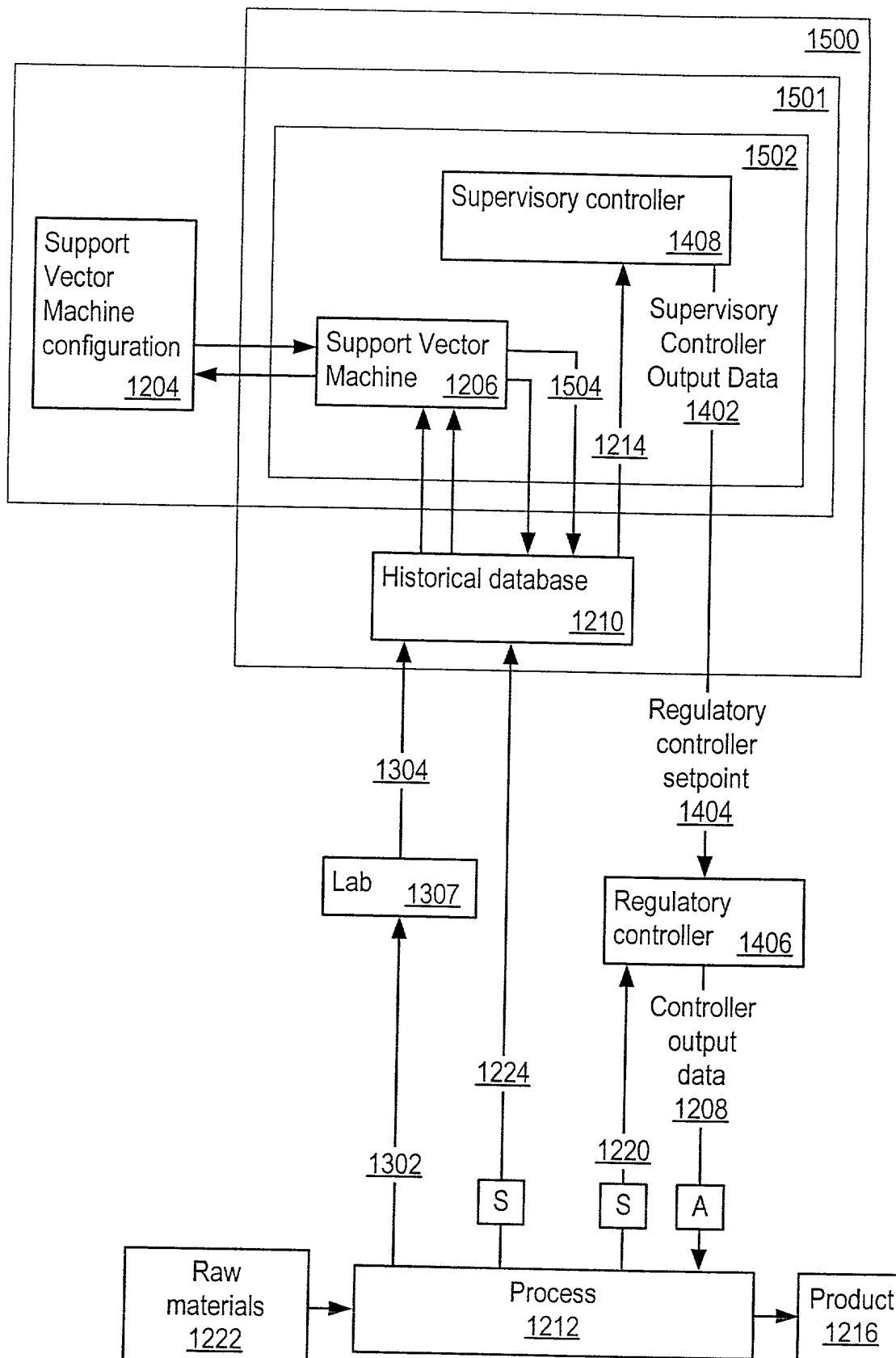


FIG. 18

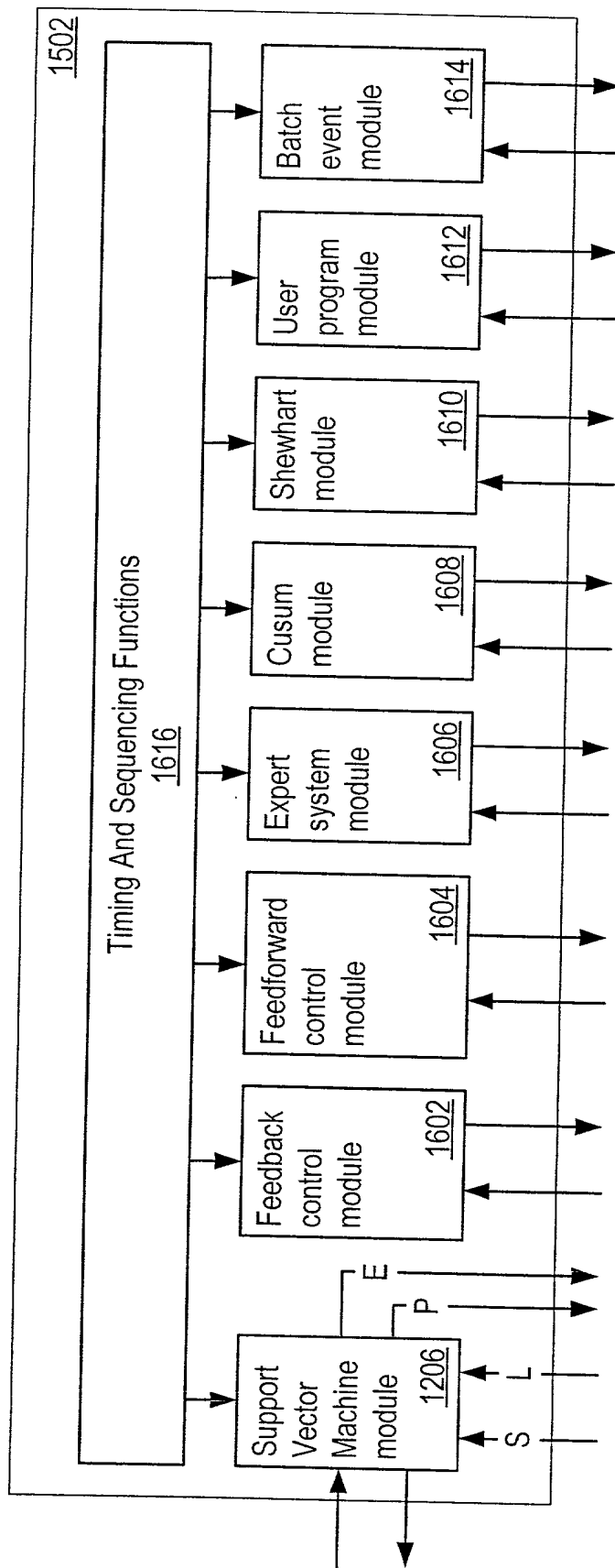


FIG. 19

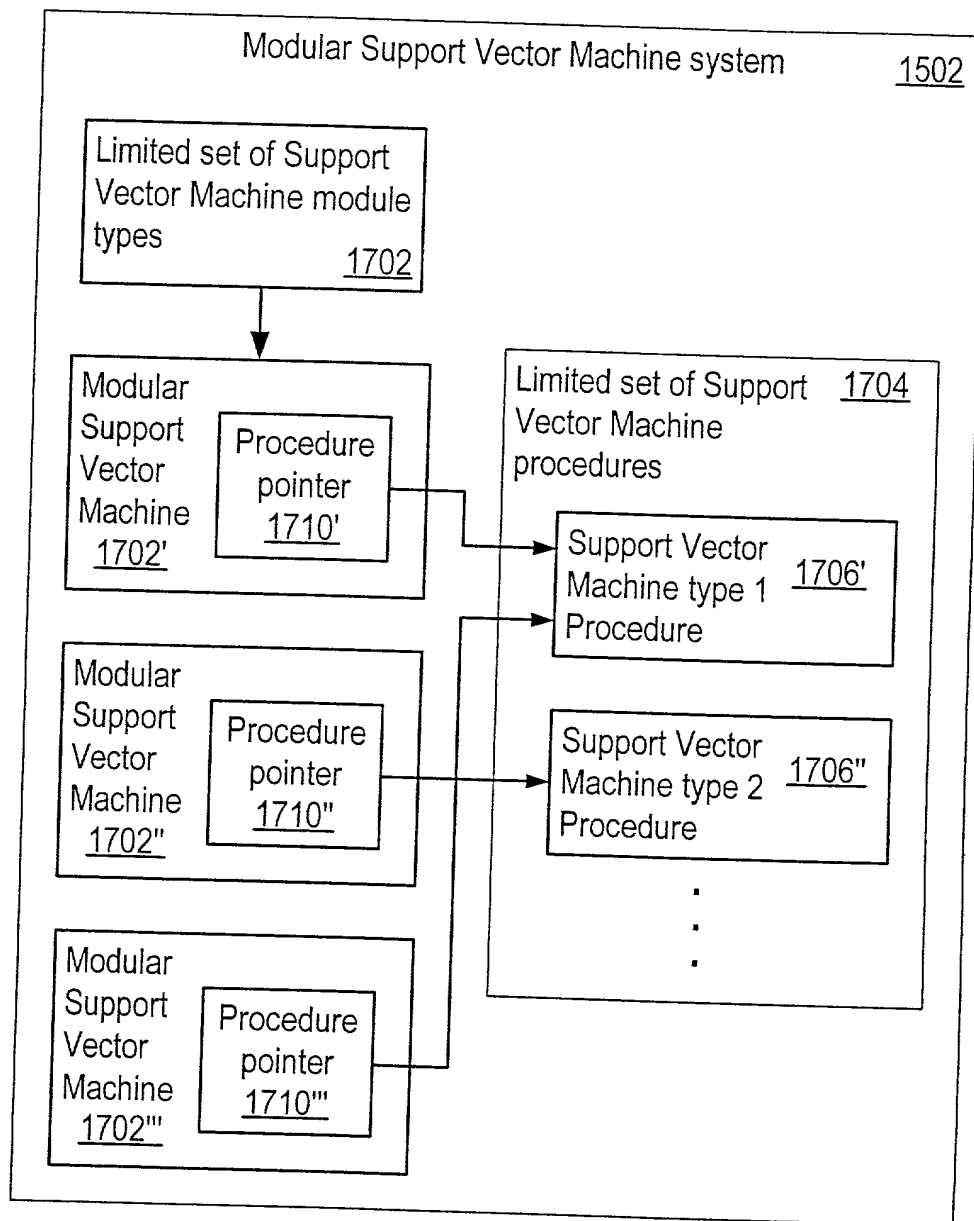


FIG. 20

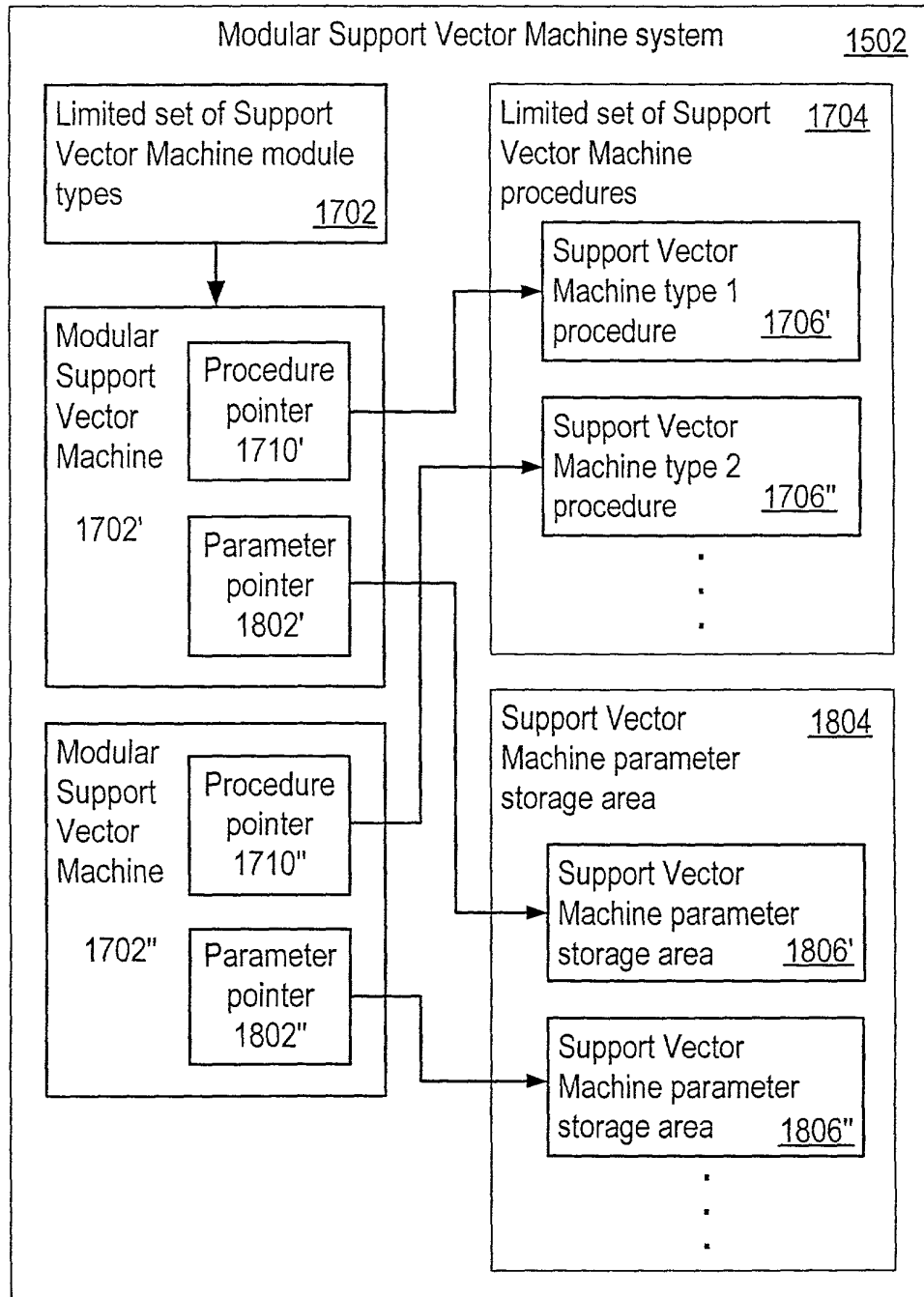


FIG. 21

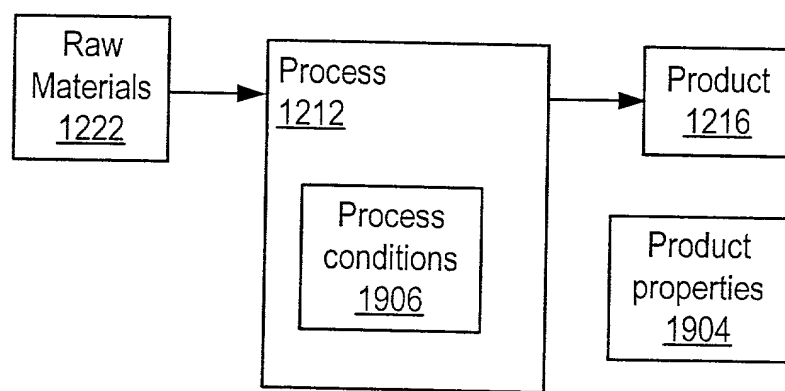


FIG. 22

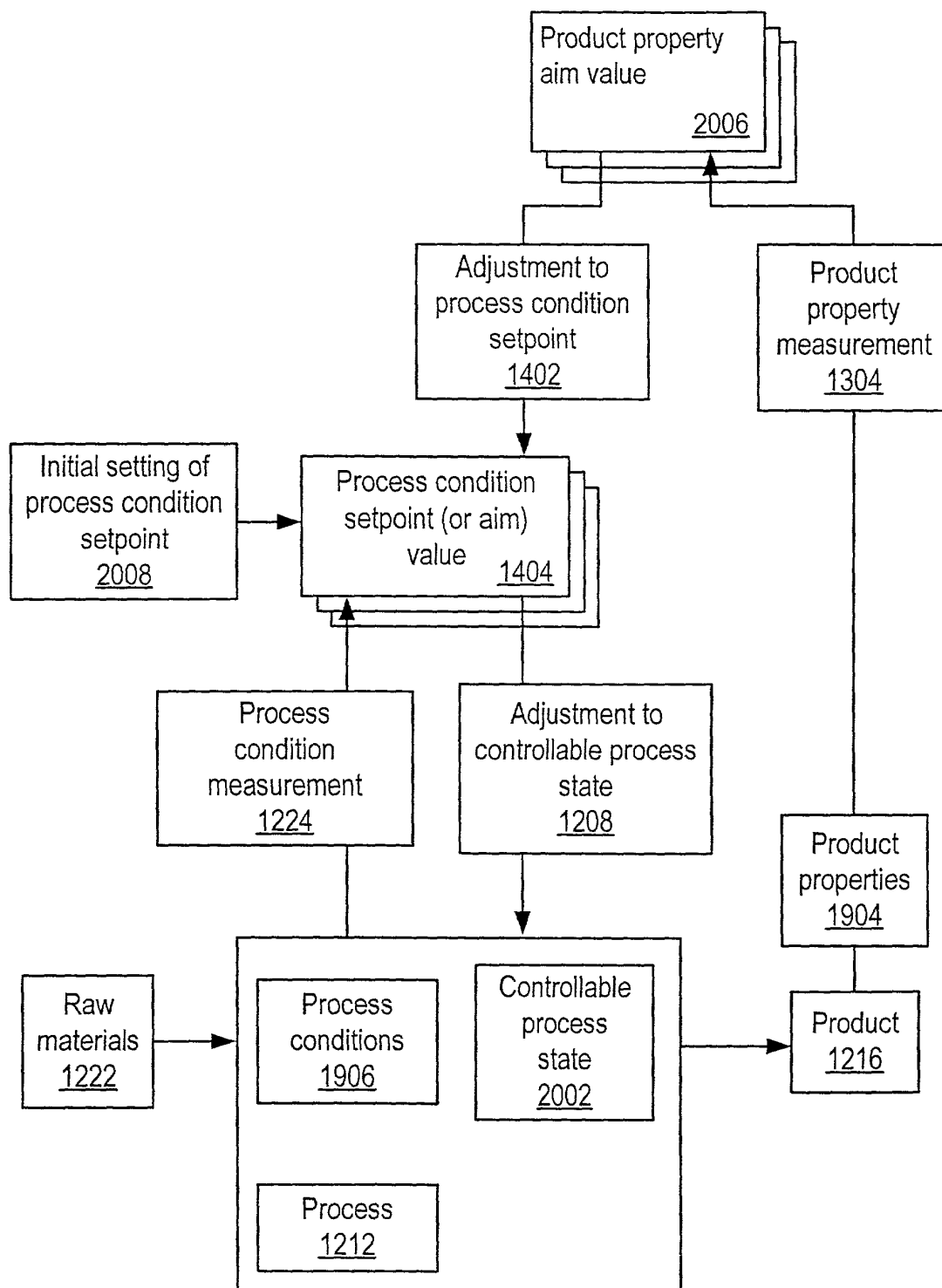


FIG. 23

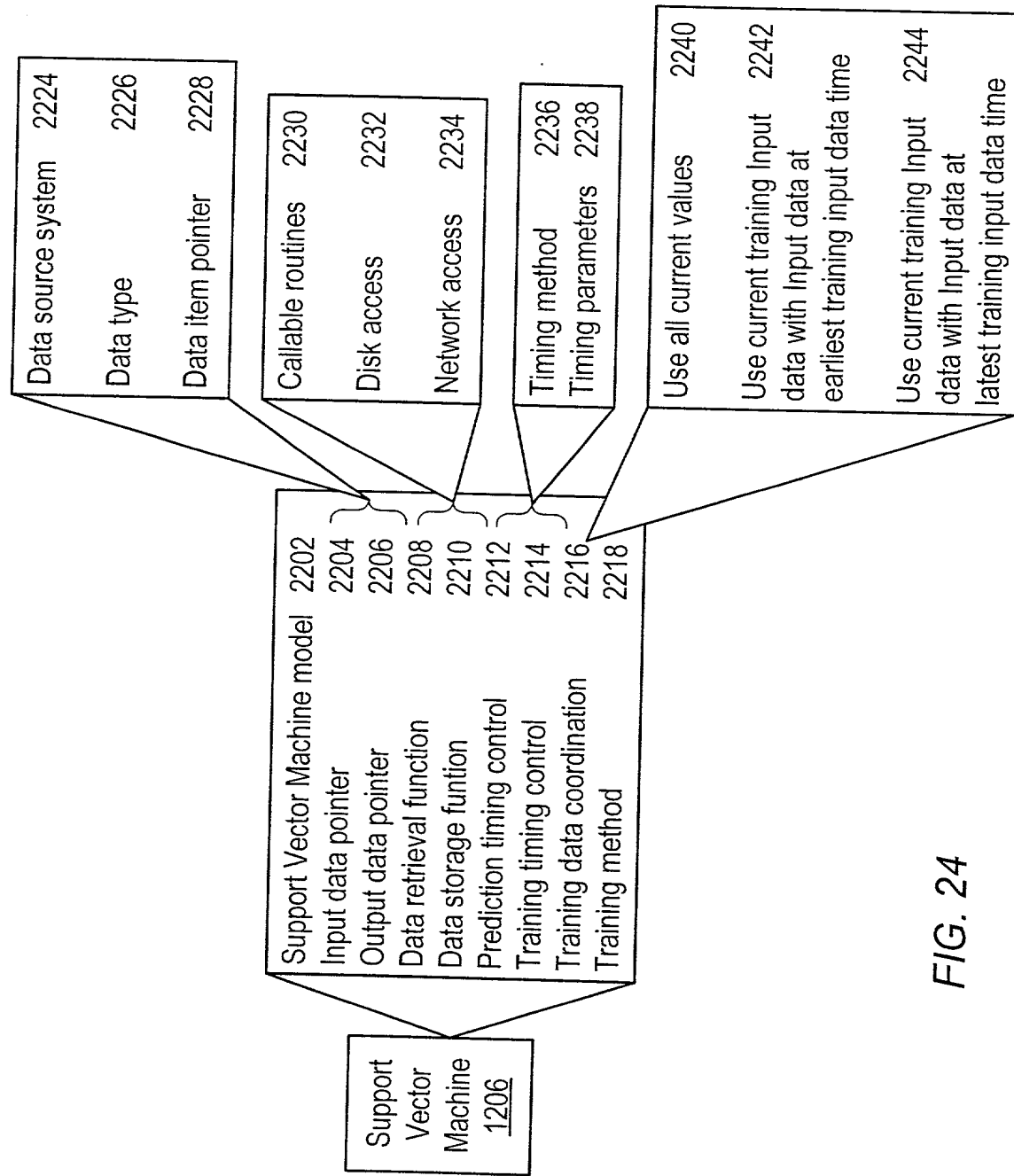


FIG. 24

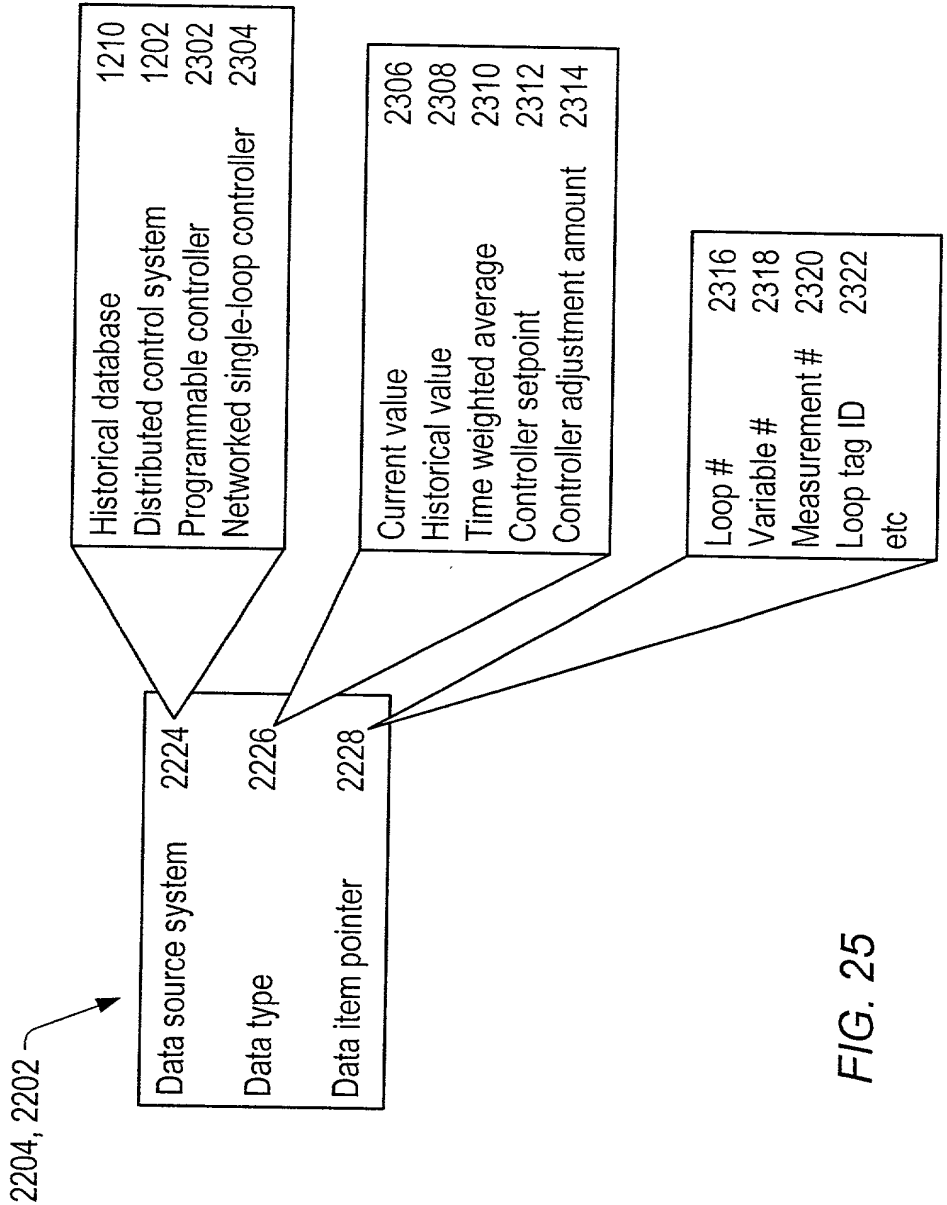


FIG. 25

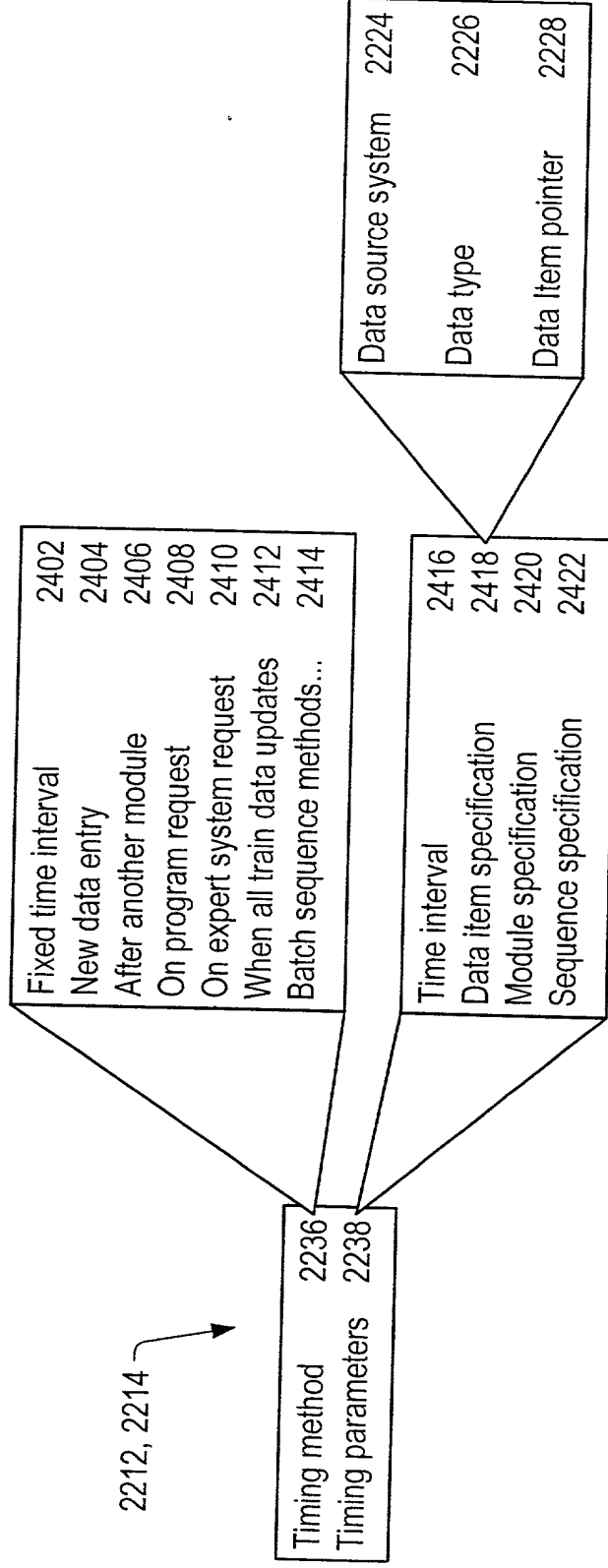


FIG. 26

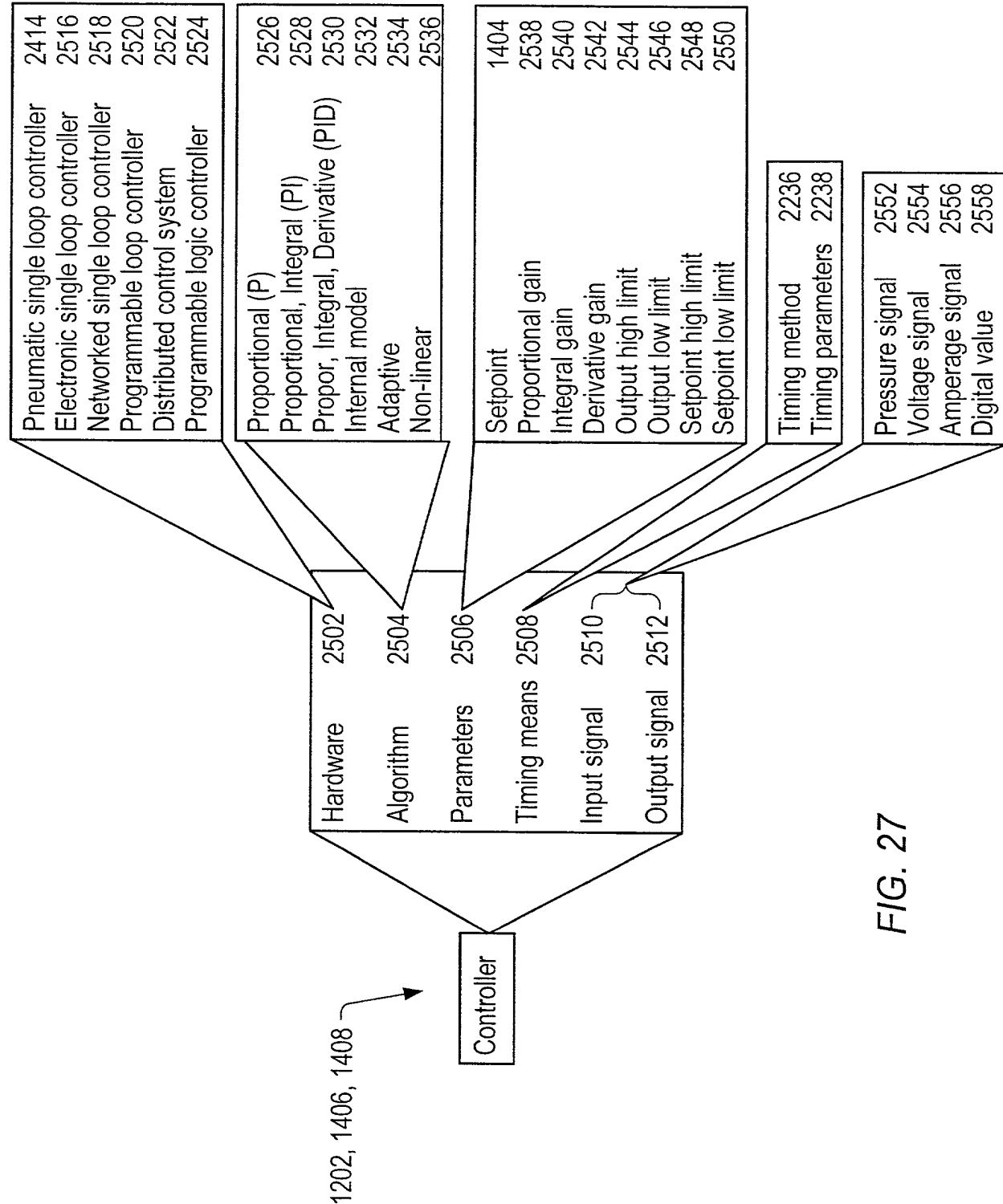


FIG. 27

2602 — BLOCK NUMBER: 179

2600

BLOCK TYPE: SUPPORT VECTOR MACHINE

BLOCK OWNER: USER NAME

BLOCK DESCRIPTION: CONTROL APPLICATION NAME: APPLICATION NAME

2618

EXTERNAL SWITCH TYPE STATUS PACE BLOCK # 11

DMT CL BTMS ACID

2604 — Text

2620

TIME INTRVL — KEY BLOCK

0 01:00:0

2

2606 —

MODE

X TRAIN

X RUN

X WHEN TRAINING

X WHEN RUNNING

STORE PREDICTED OUTPUTS

5 INPUTS

2 OUTPUTS

SUPPORT VECTOR MACHINE SIZE

3 KERNEL FUNCTION

2622

2608 — X

COORDINATE INPUT DATA TIMES WITH TRAINING DATA TIMES WHEN TRAINING.

2610 — TRAINING CONSTANT: .500000

2612 — LOG FILE: LOG FILE NAME

2614 — BLOCK STATUS: INACTIVE

KEYPAD 4
RANDOMIZE
COEFFICIENTS
2616

KEYPAD 7
TOGGLE ON/OFF

KEYPAD 8
DATA SPEC PAGE
2624

KEYPAD 9
TOP OF FORM

KEYPAD --
PREV PAGE

FIG. 28

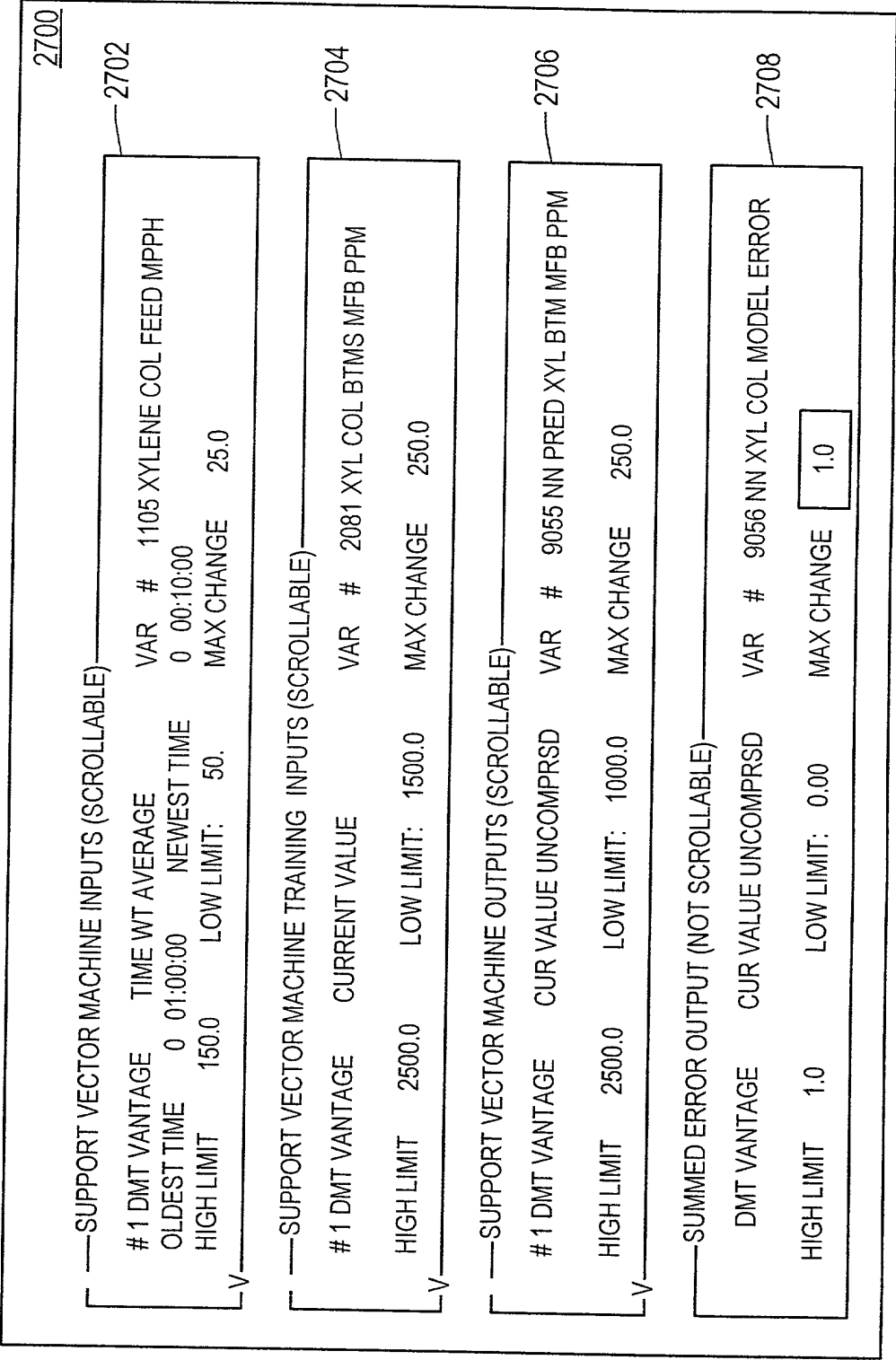


FIG. 29

SUPPORT VECTOR MACHINE INPUTS (SCROLLABLE)

1

DMT PACE

TIME WT AVERAGE

VAR # 1105 XYLENE COL FEED MPPH

OLDEST TIME

0 01:00:00

NEWEST TIME

0 00:10:00

HIGH LIMIT

150.0

LOW LIMIT:

50.

MAX CHANGE

25.0

V

SUPPORT VECTOR MACHINE TRAINING INPUTS (SCROLLABLE)

1

DMT VANTAGE

CURRENT VALUE

VAR # 2081 XYL COL BTMS MFB PPM

USE ARROW KEYS AND RETURN
TO SELECT ONE CHOICE

DMT PACE

DMT VANTAGE

TPA PLANT PCS

DMT PLANT PCS

CRYSTAR VANTAGE

CRYSTAR TDC

2802

USE KEYPAD 0 TO EXIT

HIGH LIMIT

1.0

LOW LIMIT:

0.0

MAX CHANGE

1.0

FIG. 30

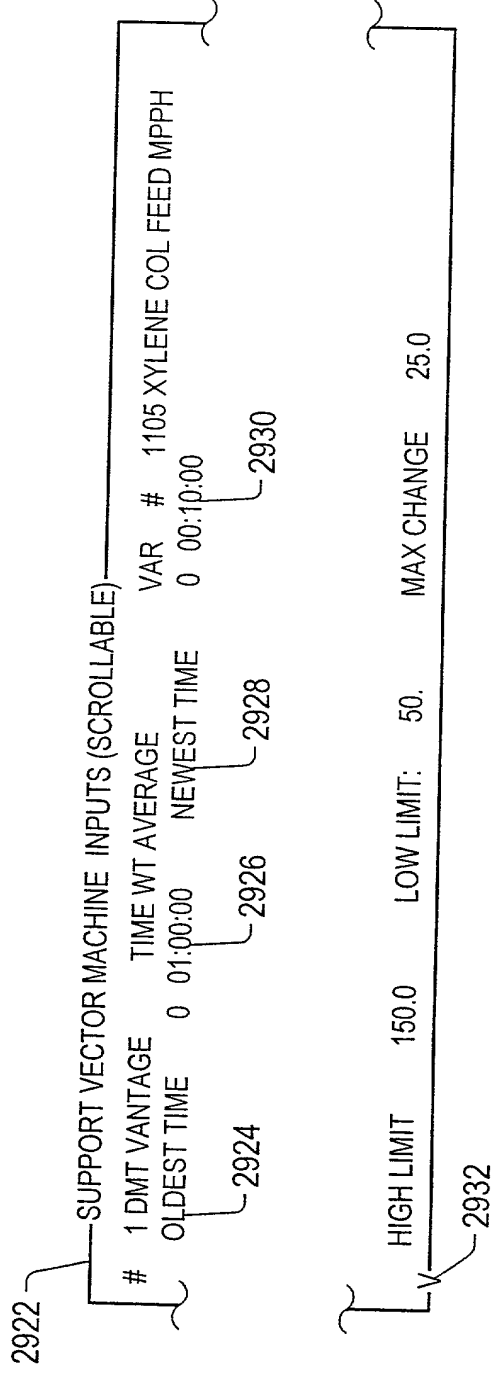
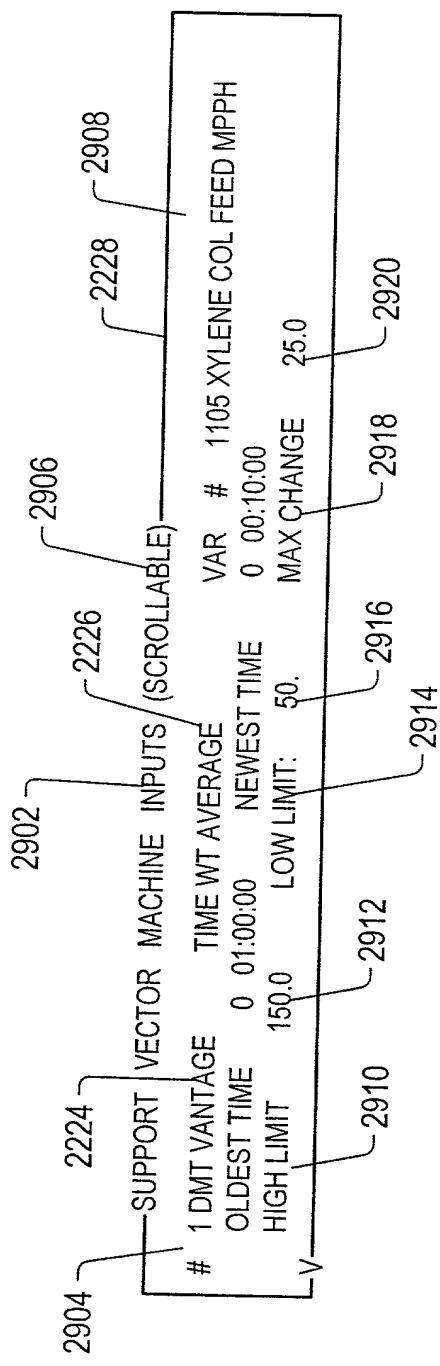


FIG. 31

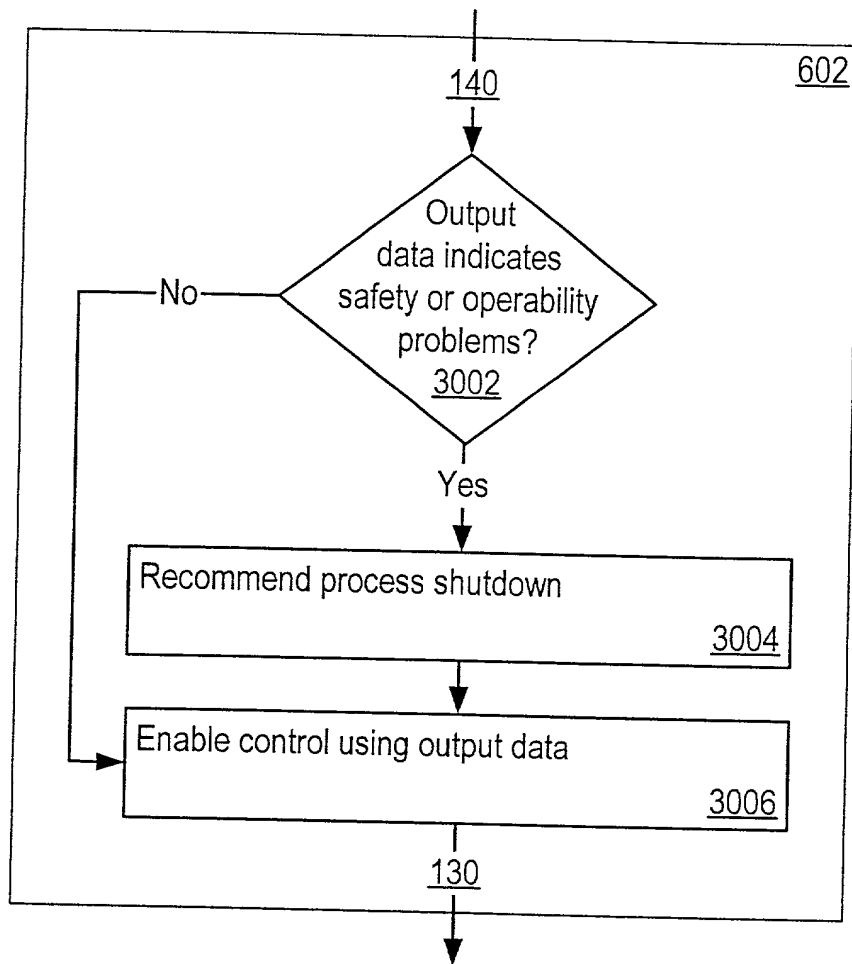


FIG. 32

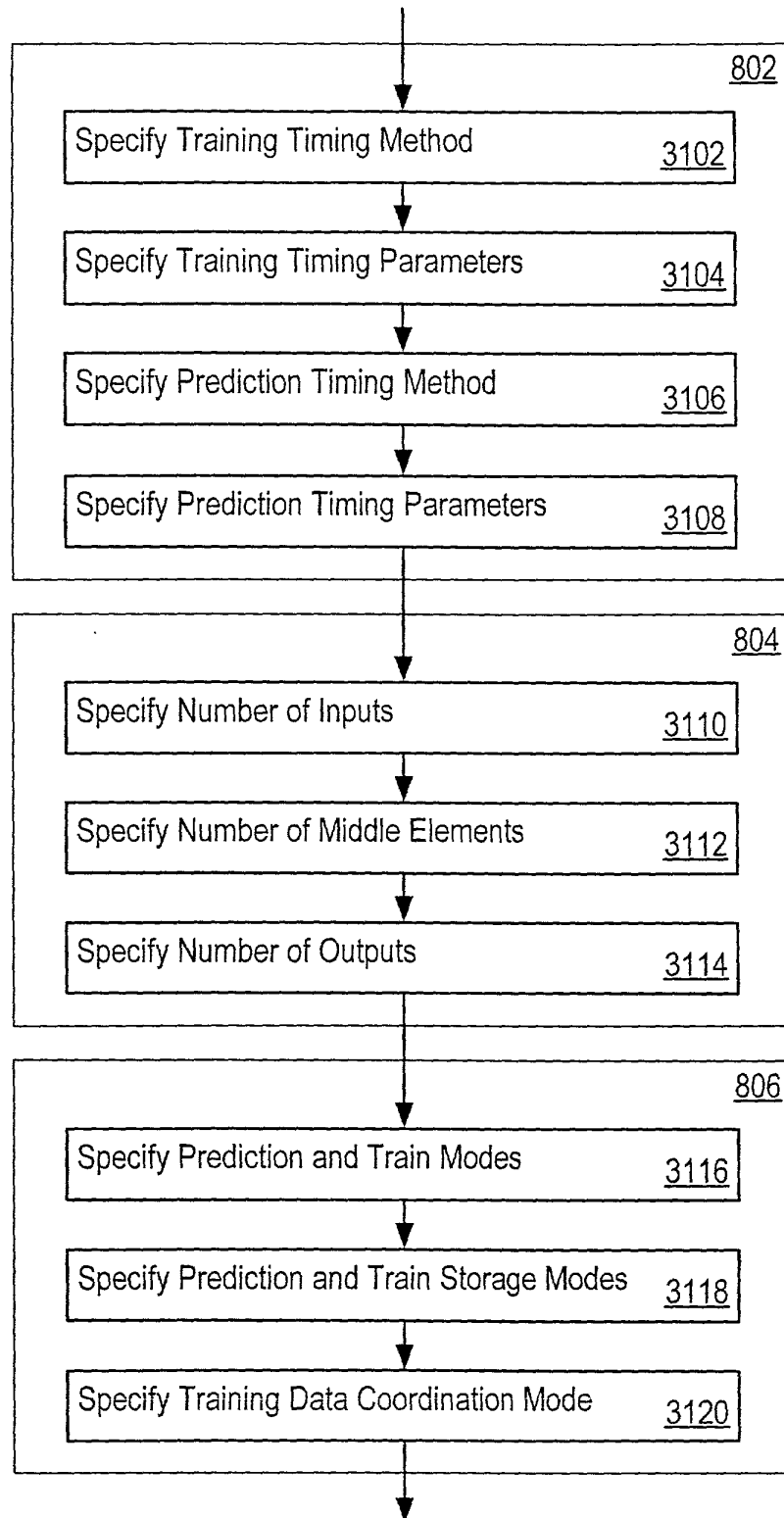


FIG. 33

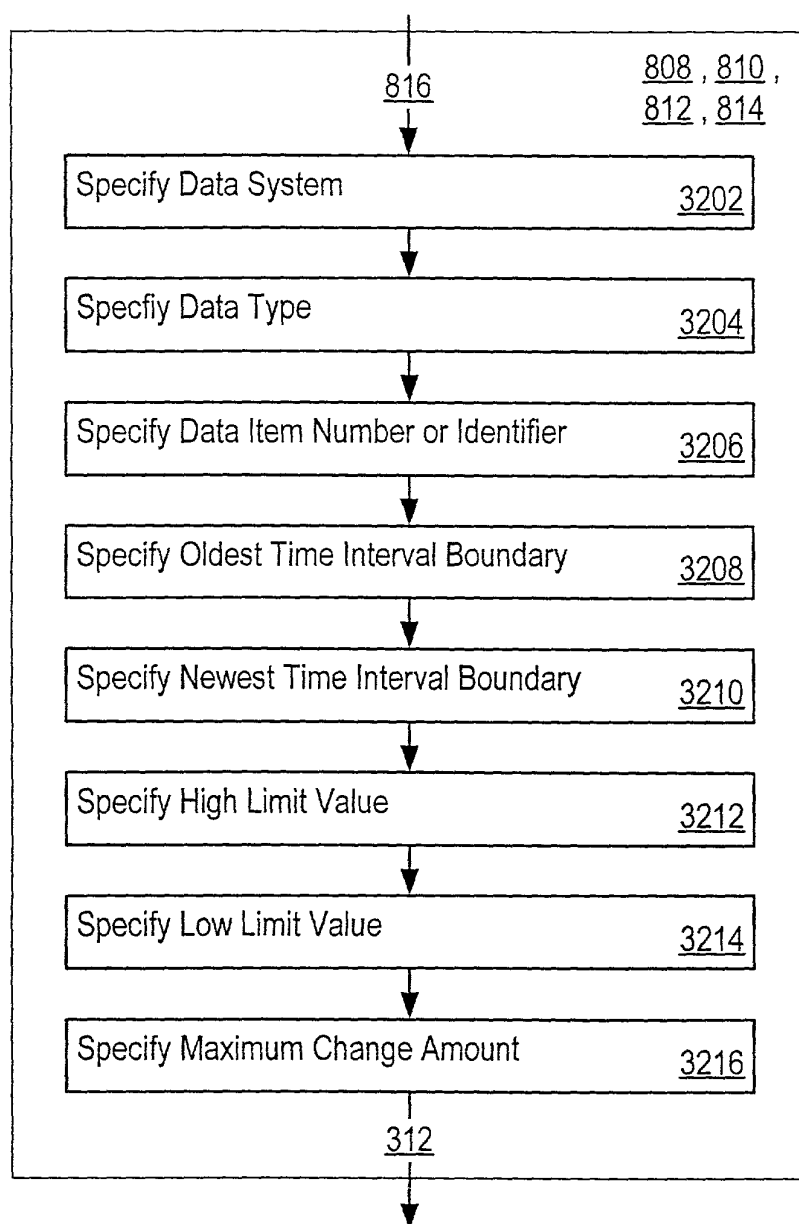


FIG. 34